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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/628,872	07/28/2003	Toshiyuki Hosaka	9319S-000523	3841

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EXAMINER

HSU, RYAN

ART UNIT	PAPER NUMBER
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3714

DATE MAILED: 09/26/2006

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

10/628,872

Applicant(s)

HOSAKA, TOSHIYUKI

Examiner

Ryan Hsu

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 30 June 2006.
- 2a) ☒ This action is **FINAL**. 2b) ☐ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-6,8-21 and 23 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-6,8-21 and 23 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
 - ☐ Certified copies of the priority documents have been received in Application No. _____.
 - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- ☒ Notice of References Cited (PTO-892)
- ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- ☐ Information Disclosure Statement(s) (PTO/SB/08)
Paper No(s)/Mail Date _____.
- ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____.
- ☐ Notice of Informal Patent Application
- ☐ Other: _____.

DETAILED ACTION

In response to the amendments filed on 6/30/06, claims 1, 3-6, 8, 10-21, and 23 have been amended. Claims 1-6, 8-21, and 23 are pending in the current application.

Claim Objections

Claim 20 is objected to because of the following informalities: it does not appear in proper form since the claim is not contained in one sentence. The limitations end as “display area; and”, this is not an appropriate form for an independent claim. Appropriate correction is required.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1-6, 8-21, and 23 are rejected under 35 U.S.C. 103(a) as being unpatentable over Dunn (US 6,089,975) and further in view of Bennett et al. (WO 00/32286).

Regarding claim 1, Dunn teaches a display method comprising: projecting a gaming image on an image display area defined in a game board of a game machine, when the game machine is in a gaming state (*see Fig. 1 and the related description thereof, col. 3: ln 1-32*); and projecting an information display image representing information other than information of a game on at least part of the image display area, when the game machine is in a non-gaming state.

(see 'promotional advertising system' col. 4: ln 49-67). However, Dunn is silent with regard to displaying a single information displaying image extended over all image display areas of a plurality of adjacent game machines by diving and projecting the single information display image on the image display areas of the plurality of adjacent game machines when the plurality of adjacent game machines are in the non-gaming state.

In an analogous gaming patent, Bennett et al. teaches an implementation of attracting customers to a bank of linked game consoles. In Bennett, he teaches the use of a single information display image (*ie: Mr. Cashman [150]*) that is animated from screen to screen across the bop box screens of several banked display screens. Bennett's device effectively divides and projects the display image across a plurality of adjacent game machines when they are in a non-gaming state (*see pg. 28: ln 25-pg 29: ln 35*). One would be motivated to incorporate this feature in order to demonstrate to players that the machine is active and the functions and features of the game machine are available to players (*see pg. 28: ln 25-36*). Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the teachings of Bennett with that of Dunn in order to create a display method that comprised of a plurality of game machines that had a gaming state and a non-gaming state and projected a single information image across a plurality of adjacent screens in the bank of game machines.

Regarding claim 8, Dunn teaches a display apparatus for a game machine comprising: a projection mechanism which projects a gaming image on an image display area defined in a game board of the game machine (*see display [14] of Fig. 1 and the related description thereof*); and a control unit which causes the projection mechanism to project the gaming image when the game machine is in a gaming state; wherein when the game machine is in a non-gaming state the

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control unit causes the projection mechanism to project at least part of an information display image (*ie: advertising information*) representing information other than information of a game on at least part of the image display area based on communication with an information displaying server (*see Fig. 1 and the related description thereof*). However, Dunn is silent with regard to an information displaying server causing the information displaying image to be displayed extending over all the image display areas of a plurality of adjacent game machines in the non-gaming state by dividing the information displaying image for projection on the plurality of adjacent game machines when the plurality of adjacent game machines is in a non-gaming state.

In an analogous gaming patent, Bennett et al. teaches an implementation of attracting customers to a bank of linked game consoles. In Bennett, he teaches the use of a single information display image (*ie: Mr. Cashman [150]*) that is animated from screen to screen across the bop box screens of several banked display screens. Bennett's device effectively divides and projects the display image across a plurality of adjacent game machines when they are in a non-gaming state (*see pg. 28: ln 25-pg 29: ln 35*). One would be motivated to incorporate this feature in order to demonstrate to players that the machine is active and the functions and features of the game machine are available to players (*see pg. 28: ln 25-36*). Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the teachings of Bennett with that of Dunn in order to create a display method that comprised of a plurality of game machines that had a gaming state and a non-gaming state and projected a single information image across a plurality of adjacent screens in the bank of game machines.

Regarding claims 2 and 9, Dunn teaches an information display that displays an image comprising of advertising information (*see Fig. 1 and the related description thereof*).

Regarding claims 3 and 10, Dunn teaches a display method and apparatus for a game machine wherein when the game machine is in the non-gaming state the information displaying image is projected on the whole image display area (*see display [14] of Fig. 1 and the related description thereof*).

Regarding claims 4 and 11, Dunn teaches a display method wherein when the game machine ceases to be in the non-gaming state where the information display image is being projected, the gaming image is projected on the image display area (*see display [14] of Fig. 1 and the related description thereof*).

Regarding claim 5, Dunn teaches a display method wherein when a player has come within a predetermined distance of the game machine, the gaming image is projected by determining that the game machine is in a gaming state (*ie: the advertising information will not be presented if a player is playing the game*)(*see col. 4: ln 49-col. 5: ln 22*).

Regarding claim 6, Dunn teaches a display method wherein upon lapse of a predetermined time period since the game machine has shifted into a non-gaming state, the information displaying image is projected by deciding that the predetermined condition has been satisfied (*see col. 3: ln 1-32, col. 4: ln 49-col. 5: ln 22*).

Regarding claim 12, Dunn discloses a display apparatus for a game machine which further comprises a storage unit which store therein image data concerning the information displaying image, wherein when the game machine is in the non-gaming state, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image on the basis of the image data stored in the storage unit, so as to output the generated data to the projection mechanism and the projection mechanism projects the information displaying image, on the basis the displaying image, on the basis of the displaying image data output by the control unit (*see col. 3: ln 1-32*).

Regarding claim 13, Dunn teaches a display apparatus for a game machine wherein when the game machine is in the non-gaming state, the control unit generates displaying image data for causing the projection mechanism to display the information displaying image, on the basis of image data output by the information displaying server, so as to output the generated data to the projection mechanism, and the projection mechanism projects the information displaying image on the basis of the displaying image data output by the control unit (*see col. 4: ln 49-col. 5: ln 22*).

Regarding claim 14, Dunn teaches a display apparatus for a game machine wherein when the control unit has determined that a player has come within a predetermined distance of the game machine, on the basis of a sensor signal output by a person sensor, the control unit causes the projection mechanism to project the gaming image, by determining that the game machine is

in the non-gaming state (*ie: condition is not satisfied when a player is not playing*)(*see col. 4: ln 49-col. 5: ln 22*).

Regarding claim 15, Dunn teaches a display apparatus for a game machine wherein upon lapse of a predetermined time period since a point of time when the control unit has determined that the game machine has shifted into the non-gaming state, on the basis of a gaming-state notifying signal output by a gaming-state detection unit for detecting a gaming state of the game machine (*ie: shift from gaming state to advertising state when a period of time has elapsed*), the control unit causes the projection mechanism to project the information displaying image (*see Fig. 1 and the related description thereof, col. 3: ln 1-32*).

Regarding claim 16, Dunn teaches a display apparatus for a game machine comprising a display apparatus including: a projection mechanism which projects a gaming image on a image display defined in a game board of the game machine and a display control unit which causes the projection mechanism to project the gaming image when the game machine is in a gaming state (*see display [14] and the related description thereof*). Additionally, Dunn teaches a main control unit which causes the display apparatus for a game machine to project the gaming image and the information display image (*see 'computer mode' [46] and 'ad interrupt mode [68] of Fig. 3 and the related description thereof*). Furthermore, Dunn teaches that when the game machine is in a non-gaming state the main control unit causes the display apparatus to project at least part of an information display image representing information other than information of a game (*see 'ad interrupt mode' [68] of Fig. 3 and the related description thereof*). However, Dunn is silent with

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regard to a game machine that causes the information displaying image to be displayed extending over all image display areas of a plurality of adjacent game machines in the non-gaming state.

In an analogous gaming patent, Bennett et al. teaches an implementation of attracting customers to a bank of linked game consoles. In Bennett, he teaches the use of a single information display image (*ie: Mr. Cashman [150]*) that is animated from screen to screen across the bop box screens of several banked display screens. Bennett's device effectively divides and projects the display image across a plurality of adjacent game machines when they are in a non-gaming state (*see pg. 28: ln 25-pg 29: ln 35*). One would be motivated to incorporate this feature in order to demonstrate to players that the machine is active and the functions and features of the game machine are available to players (*see pg. 28: ln 25-36*). Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the teachings of Bennett with that of Dunn in order to create a display method that comprised of a plurality of game machines that had a gaming state and a non-gaming state and projected a single information image across a plurality of adjacent screens in the bank of game machines.

Regarding claim 17, Dunn teaches a display apparatus for a game machine wherein a control signal for displaying the information displaying image has been output by an external control device, the main control unit causes the display apparatus for a game machine to project the information displaying image, by determining that the game machine is in the non-gaming state (*ie: advertising state interrupts the game mode when an predetermined time has passed without any activity*)(*see col. 3: ln 1-32*).

Regarding claim 18, Dunn teaches a person sensor which outputs a sensor signal permitting the main control unit to determine whether a player has come within a predetermined distance of the game machine, wherein when the main control unit has determined that the player has come within the predetermined distance, on the basis of the sensor signal output by the person sensor, the main control causes the display apparatus for a game machine to project the gaming image, by determining that the game machine is in a gaming state (*ie: gaming state selected when player is playing; information/advertising state occurs when an elapse period of time or a person is not playing*)(see col. 3: ln 1-32, col. 5: ln 25-67).

Regarding claim 19, Dunn teaches a display apparatus for a game machine including a gaming state detection unit which detects a gaming state of the gaming machine so as to output a gaming-state notifying signal (*ie: advertising state via gaming state*), wherein upon lapse of a predetermined time period since a point of time when the main control unit has determined that the game machine has shifted into a non-gaming state, on the basis of the gaming-state notifying signal output by the gaming-state detection unit, the main control unit causes the display apparatus for a game machine to project the information displaying image (*ie: predetermined condition wherein a time period has lapse of a person playing the game*) (see col. 2: ln 49-col. 3: ln 32).

Regarding claims 20-21, Dunn discloses a game machine comprising a display apparatus (*see Fig 1 and the related description thereof*) including: a projection mechanism which projects a gaming image on an image display area defined in a game board of the game machine; and a control unit which causes the projection mechanism to project the gaming image when the

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gaming machine is in a gaming state (*see display [14] and the related description thereof*).

Additionally, Dunn teaches that when the game machine is in a non-gaming state the control unit causes the projection mechanism to project at least part of an information display image representing information other than information of a game on at least part of the image display area, based on communication with an information displaying server (*ie: advertising state interrupts the game mode when an predetermined time has passed without any activity*)(*see col. 3: ln 1-32*). Furthermore, Dunn teaches that the game machine comprises of a control unit which can determined that a player has come within a predetermined distance of a game machine, on the basis of a sensor signal output by a person sensor, the control unit causes the projection mechanism to project the gaming image, by determining that the game machine is in the non-gaming state and when the game machine ceases to be in the non-gaming state the control unit causes the projection mechanism to project the gaming image on the whole image display area (*ie: gaming state selected when player is playing; information/advertising state occurs when an elapse period of time or a person is not playing*)(*see col. 3: ln 1-32, col. 5: ln 25-67*). However, Dunn is silent with regard to an information displaying server causing the information displaying image to be displayed extending over all the image display areas of a plurality of adjacent game machines in the non-gaming state by dividing the information displaying image for projection on the plurality of adjacent game machines when the plurality of adjacent game machines is in a non-gaming state.

In an analogous gaming patent, Bennett et al. teaches an implementation of attracting customers to a bank of linked game consoles. In Bennett, he teaches the use of a single information display image (*ie: Mr. Cashman [150]*) that is animated from screen to screen across

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the bop box screens of several banked display screens. Bennett's device effectively divides and projects the display image across a plurality of adjacent game machines when they are in a non-gaming state (*see pg. 28: ln 25-pg 29: ln 35*). One would be motivated to incorporate this feature in order to demonstrate to players that the machine is active and the functions and features of the game machine are available to players (*see pg. 28: ln 25-36*). Therefore it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the teachings of Bennett with that of Dunn in order to create a display method that comprised of a plurality of game machines that had a gaming state and a non-gaming state and projected a single information image across a plurality of adjacent screens in the bank of game machines.

Regarding claim 23, Dunn teaches a display device wherein the control device outputs the image data acquired through a communication network, to the display apparatuses for gaming machines, for the respective game machines (*see col. 2: ln 35-45*).

Response to Arguments

Applicant's arguments with respect to claims 1-6, 8-21, and 23 have been considered but are moot in view of the new grounds of rejection.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

Okada et al. (US 6,790,142 B2) – Advertisement Distribution System and Server.

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Motegi et al. (US 6,893,345 B2) – Image Mutual Transfer and Succession Method of Virtual Image and Real Image.

Motegi et al. (US 6,817,946 B2) – Virtual Image and Real Image Superimposed Display Device, Image Display Control Method and Image Display Control Program.

Loose et al. (US 6,517,443 B2) – Reel Spinning Slot Machine With Superimposed Video Image.

THIS ACTION IS MADE FINAL. Applicant is reminded of the extension of time policy as set forth in 37 CFR 1.136(a).

A shortened statutory period for reply to this final action is set to expire THREE MONTHS from the mailing date of this action. In the event a first reply is filed within TWO MONTHS of the mailing date of this final action and the advisory action is not mailed until after the end of the THREE-MONTH shortened statutory period, then the shortened statutory period will expire on the date the advisory action is mailed, and any extension fee pursuant to 37 CFR 1.136(a) will be calculated from the mailing date of the advisory action. In no event, however, will the statutory period for reply expire later than SIX MONTHS from the mailing date of this final action.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Ryan Hsu whose telephone number is (571)272-7148. The examiner can normally be reached on 9 :00-17:00.

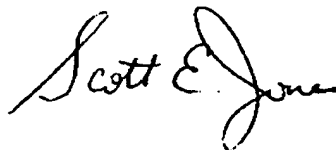
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If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Robert P. Olszewski can be reached on (571)272-6788. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.



RH
September 14, 2006



SCOTT JONES
PRIMARY EXAMINER